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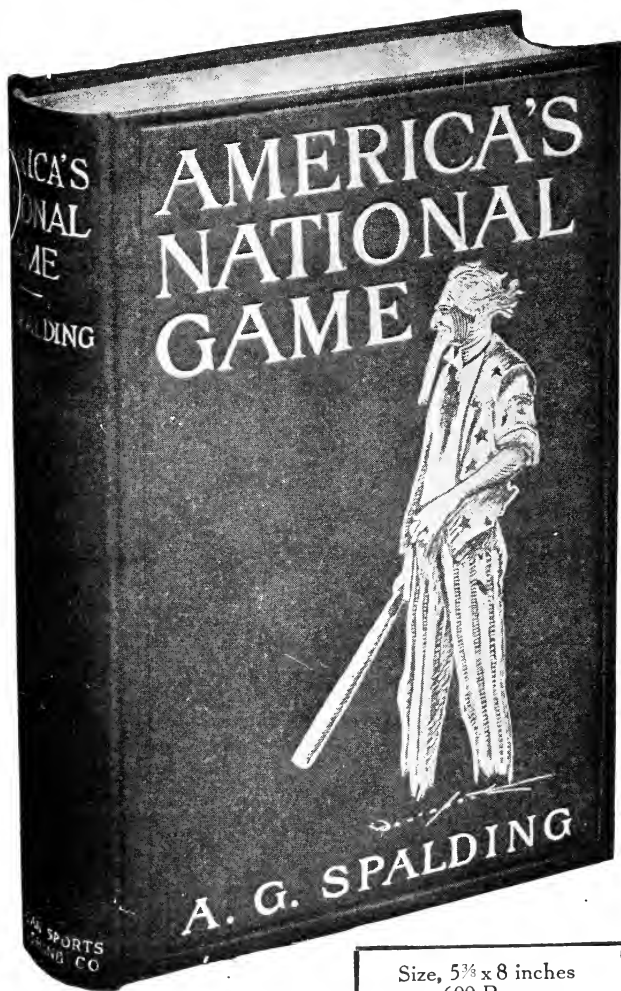


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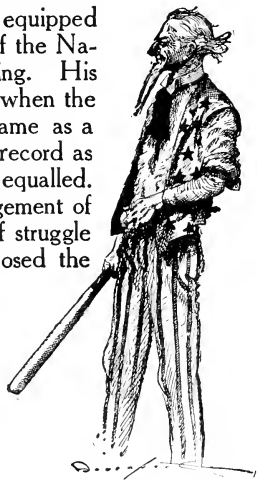
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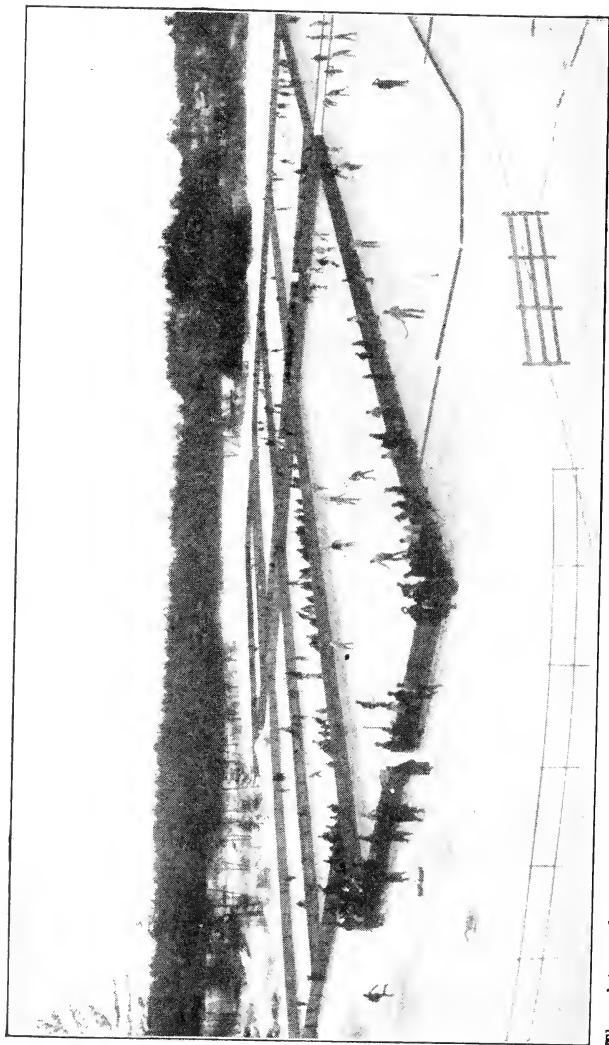
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The picture shows how popular hockey is at St. Paul's School, Concord, N. H. Games are going on simultaneously in nine regulation size rinks.

## Three Fundamentals of Hockey

For anyone considering taking up hockey as a healthful winter recreation, and at the same time regarding the game seriously enough to get the additional pleasure of keen contest, there are three important fundamentals to consider.

Of course, ability to skate on ice is the most necessary qualification. Nobody could play hockey unless they could move about rapidly on the runners with some stability. To play hockey does not require finesse on skates or a wide knowledge of the art of skating; but a hockey player must be able to start, stop and turn in a flash, with sureness of balance.

Next in importance to the skating comes speed. Hockey is a fast and furious game, where speed counts for everything. A player may know the game thoroughly, and yet, if he is not as speedy as a less experienced opponent, his experience will count for little towards scoring a goal.

Thirdly, the knack of handling a puck with the hockey is almost, if not quite, as important as the first two fundamentals. All three of these points are learned simultaneously and unconsciously by a young schoolboy as he strives to imitate the older fellows in a game of "shinny." Of course, a player is better off at hockey for an earlier start, just as in any game. Many good players have developed, however, who never played hockey until their college days. Whether the fundamentals are learned unconsciously or by consideration they are always in evidence, and constantly enter in the following discussions of position and general team play.

## How to Play Goal

There is no one back of the goal keeper to compensate for his blunders. A mistake means that his team is scored on. To guard against mistakes, the goal keeper must be quick and accurate in every movement and he should learn to go instinctively through the proper motions for every stop.

To do this he must use proper methods, and must use them often and must use them every time. In this chapter will be described the proper way to stop shots directed at the different parts of the net, as indicated by (A), (B), (C), etc., in Fig. I.

If the goal keeper has good points on his skates he should stand with his feet a little apart and with his weight on his toes, as in Fig. I.; otherwise he should have his feet together and nearly at right angles, the heel of one against the instep of the other.

In both cases the knees should be bent enough to enable the goal keeper to make a quick movement in any direction. The second of these two positions is the same as that used in stopping shots at (A), (B) and (C). Except when the goal keeper makes these stops he should stand nearly erect, thus bringing his legs together at the knees and closing every gap through which the puck might slip. The instant the rebounding puck strikes the ice it should be cleared away to one side with the stick.

If a body protector is not worn the shot at (C) is likely to hurt, but that is all in the game and a goal tender must make up his mind to a hard knock now and then. Either hand held palm out against the chest should be ample protection, but the goal keeper must never reach forward to catch the puck, for it might glance off the hand into the goal.

Shots at (D) should be stopped with a skate rather than with the stick, for a skate is a more solid barrier and far more certain to check a sturdy drive. Picture II. shows how far a man

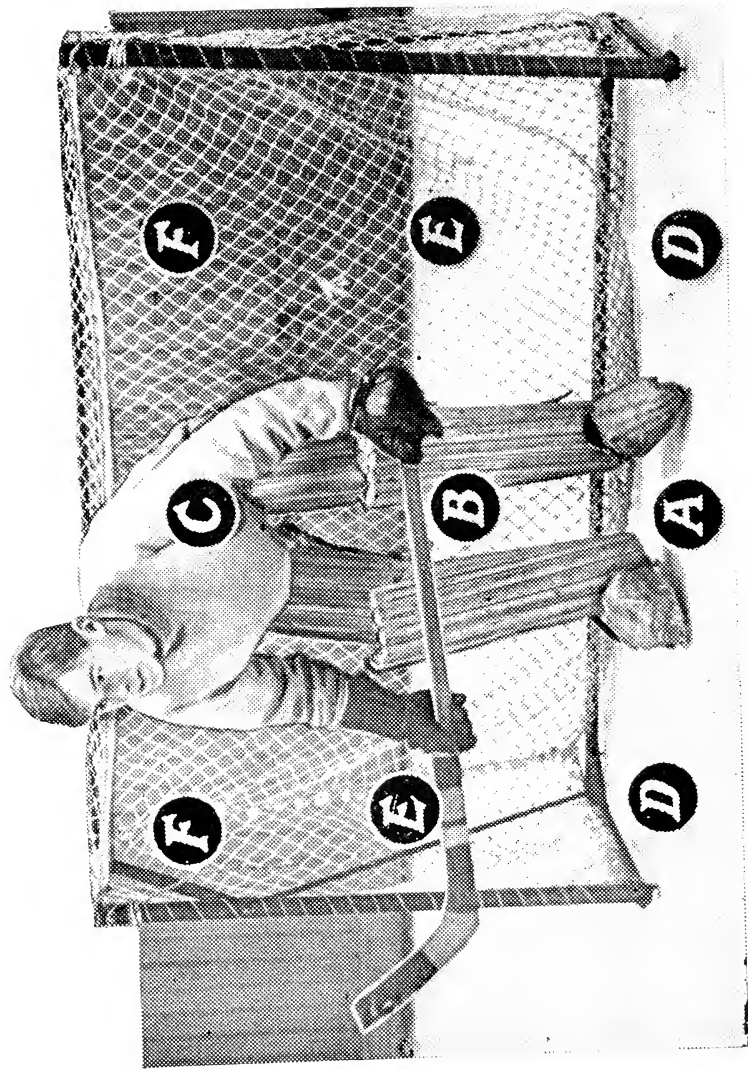


FIGURE 1.

who was standing at one side of the net can reach toward the other side with his foot by merely sliding it on its side along the ice and at the same time sinking until his knee nearly touches the ice. If a drive is given with his right leg, the goal keeper will slide several feet, thus covering still more space.

Shots at (F) should always be stopped and, if possible, caught with the hand, as shown in Picture III.

It is at (E) that most of the scoring is done. This is the most difficult place of all to protect. If the puck comes too low to be reached with the hand the stop must be made with the inside of the foot or leg.

If, however, any shot coming toward (D), (E) or (F) is long or slow, the goal keeper should always jump in front of it, so as to make an (A), (B) or (C) stop of it.

In Diagram 1 let (M)—(N) represent the goal and (K) the spot from which a shot is to be made.

Where will the goal keeper stand and how ought he to move to best protect the goal? If he stands at the central position (X) he will have to move three feet or so to either side, in order to stop shots near the posts. If he stands at (Y) he can protect the whole goal by merely covering the shorter line (P)—(N). If he stands at (Z), with his body against the post (N), he only has to think of moving in one direction, to the left.

It is seen, then, that he should stand at (Z) whenever (K) is far enough to the side to enable him to reach easily to (P) and that otherwise he should stand at (Y). This is the main point to be remembered; it is the short space (P)—(N) and not the long space (M)—(N) that is to be protected.

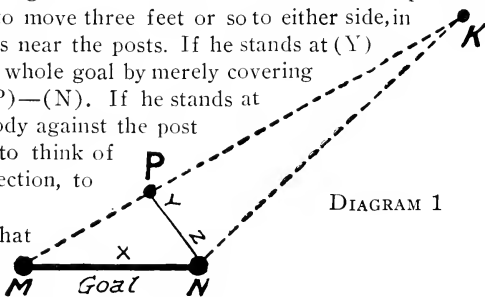


DIAGRAM 1



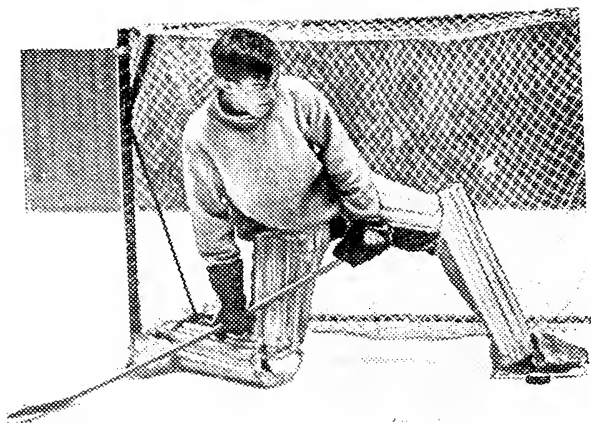


FIGURE II.



FIGURE III.

## Positions of Point and Cover-point

The up-to-date hockey team uses what is known as the parallel defense. In this defense the duties of the point and cover-point are almost identical. The old style game of having the cover-point meet the attack well out in front of the goal, as a sort of advance guard, and having the point crowded back almost into the net, has been proved very ineffective against combination attack.

To play the parallel defense correctly, the point and cover-point must meet the attack well in front of the goal and both must be the same distance out. They should be just near enough together so that no forward can slip between them. By this means a considerable line of opposition is offered instead of single points, as when the cover-point and point met the attack alternately in the old style game.

Both these positions are primarily defensive and should always be so played in a hard, close match. There are many occasions, though, when the safest thing a point or cover-point can do is to carry the puck up the rink. Such rushes should be made always, however, with the idea of playing perfectly safe. As soon as the puck is passed to someone else, or shot at the net, the defense man must think of turning at once to protect back territory. One of the forwards, preferably the rover, should be trained to stay back in the defense when one of the defense men has gone up. Too much emphasis cannot be laid on the matter of always having an intact barrier to defend the net.

Although there is not much difference between their duties, the point and cover-point must not both go for the same man. This would bring disaster at once, as such a move would be just what a forward would want a defense to do. He would draw both men far to one side and quickly slip the puck to a team mate in front of the goal, who would then have a clear shot at the goal, with only the goal tender in the way. When the cover-

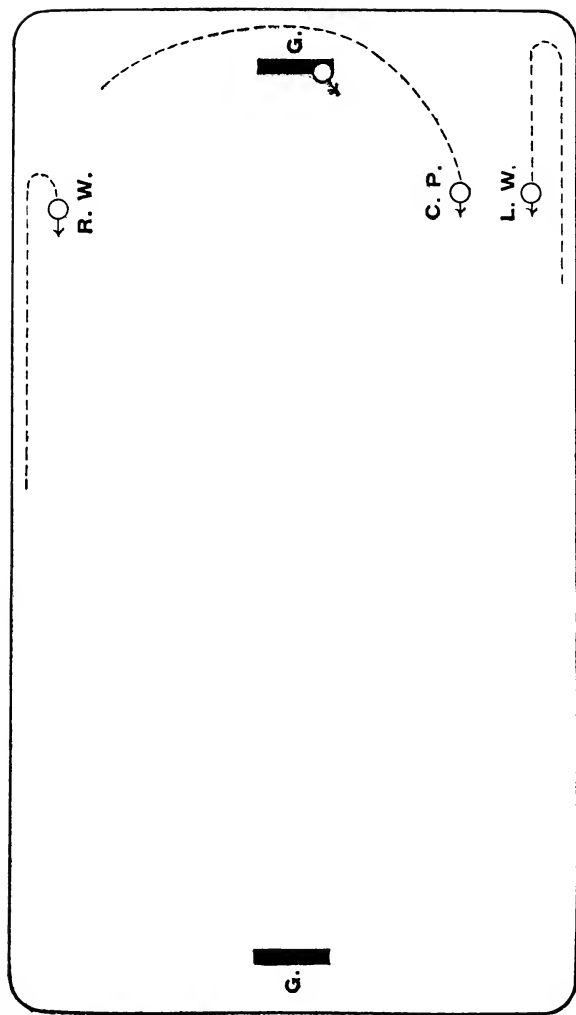


DIAGRAM 2.

Diagram shows how cover-point should work with the wings to take puck out of his own corners.

point goes for a forward carrying the puck, the point must either cover a pass or check the man who receives it.

Then, too, it is most important that both men do not follow the puck into the corner of the rink. Such a move leaves the goal unprotected save by the goal tender.

Theoretically the parallel defense is perfect, but forwards have many clever little tricks that disconcert the defense men and open the loopholes for scores.

In a close game, when a team is behind and fighting hard to tie the score before time is up, it is a good plan to bring the point and coverpoint right up behind the forward line. This reinforces a tired set of forwards. Many times the tying score can be shot in by this move.

On the contrary, if a team has a lead in the closing minutes, it is well to play everything dead safe and make sure that every attacking forward is checked off.

One of the most important duties of the two outer defense men is to work in conjunction with the wings in getting the puck out of the corners and into the opponents' territory. The most effective way to do this is for the cover-point to take the puck behind his own goal, making a wide, swinging turn up the rink (see Diagram 2). By means of this turn, he can acquire terrific speed. In the meantime the wing must have skated back onside and, wheeling about, be ready to take a pass from the cover-point. In this way the puck is started out of dangerous territory. When well down towards the opponents' goal, the puck can be passed to one of the centers and the cover-point can return. Generally, however, one of the center men has hung back so that the cover-point can stay in the combination until the final shot for a goal.

## **How to Play Forward. Positions of Rover and Center**

### **FORWARD.**

To the four players called forwards falls the bulk of the attacking work of a team. In the best type of a forward line there are three distinct divisions in the attack, taken care of respectively by the positions of Rover, Center and the two Wings.

### **ROVER.**

Rather than have the two center forwards distribute their entire energy in both offensive and defensive play, it is wise to designate one of the center men to concentrate his effort on defense and have the other center taking care of the heavy scoring work. The duties of rover should fall on the man who can skate better than his team mates and who has an aptitude for careful, defensive work. The rover must always be the forward to play well back when the play is around the opponents' net. On the attack the rover's position is out some little distance in front of the goal. From such a position, he can receive a back pass from his other forwards and get a more direct shot at the goal. At the same time he is always between the puck and his own goal and can more easily follow back to help his defense in case of an unexpected sally by the enemy.

With the puck in the opponents' corner, the rover should be placed as the player marked left center (L.C.) in Diagram 3. In this position he can do the following things: 1, Receive a back pass from his left wing out of the corner; 2, Take a rebound shot and have a direct shot for a goal; 3, Is in the best position to turn and break up any combination started by the opponents.

The rover should never attempt to stop a play head on, but should turn just in front of the play and get up speed enough, so

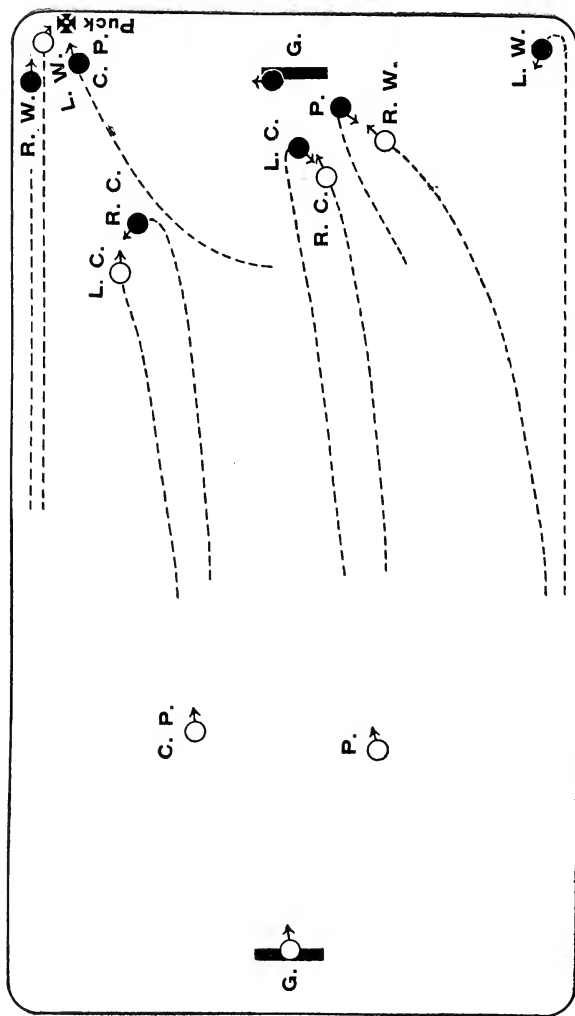


DIAGRAM 3.

Above diagram shows the correct positions of both teams with the puck in one corner of the rink. The players would fall into place as indicated by dotted lines. As every man on the attack is covered by a defensive player, no goal should be scored. This diagram emphasizes the importance of following back.

that if he fails once or twice to break up a play he is still right along beside it and can at least force the rushing forward to the side boards before the play reaches the defense. There, with the cover-point to aid, little harm can be done from the extreme side, if the goal keeper is a keen one. It is shots from the middle and directly in front of the net that are hardest for a goal tender to block.

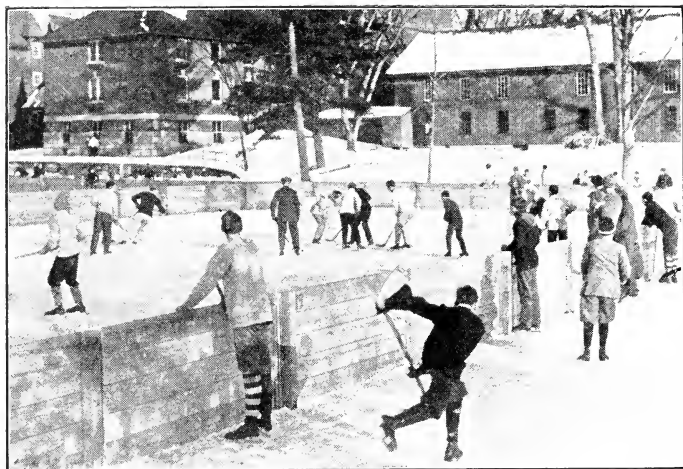
One good forward playing this follow-back method ("checking-back" is the Canadian term) consistently, can do more than any other one player toward demoralizing a team. A forward continually breaking up plays by this means disconcerts the other side disastrously and is the hardest defense to overcome.

In case the play has succeeded in reaching the rover's end of the rink he must then see that his particular opponent is covered in front of the goal. He has nothing to do with getting the puck back up the rink, that job falling solely on the cover-point and wings. If every man in a position to score is efficiently covered, no goal can be scored. Most goals scored can be charged to failure to cover the man. Of course, the defense may be too tuckered to do this, but more often the mistake happens through neglect in the excitement of the moment and the strong desire on the part of a defensive forward to watch the movements of the puck rather than those of his man.

### CENTER.

On the other hand, too much conservative defense playing does not add to the score, and after all the score is what wins. Many goals have to be made by quick passes from the side and on rebounds. This task falls to the center. Every time an attack is made, the center forward should be found boring right in close to the net. The qualifications of a good center are quickness with his stick and ability to work especially well in close quarters. Of course, the center has to do his work in a territory that is defended desperately and often it is only by his superior quickness of eye and hand that he can get the puck into the net.

It is not intended to draw too sharp a distinction between the



The "face-off."



Hockey may be enjoyed as a scrub sport nearly as well as by organized teams. The scrub players in this picture do not look as though they lacked interest.



two center forwards. In general, these two players have about the same amount of ground to cover and each should do a lot of both defensive (following-back) as well as offensive work.

The center should be the man who takes a chance at picking the puck away from a rushing forward. This play is made head on and, when it works, opens a golden opportunity. On the other hand a failure leaves the center out of the play completely. The successful dive depends on outguessing the other fellow and as long as one man is playing safe it often pays to have the other center taking a chance.

Many situations arise when the center has to do the work of the rover and vice-versa. The rover may be blocked or thrown to the ice and thus momentarily put out of the play. These things must be instantly sized up by a good player, who then takes the rover's place. More often than not, an attack includes only two forwards in combination, the others having been put out of the play for various reasons. In such cases both men must stay right in the combination until the goal has been made or lost.

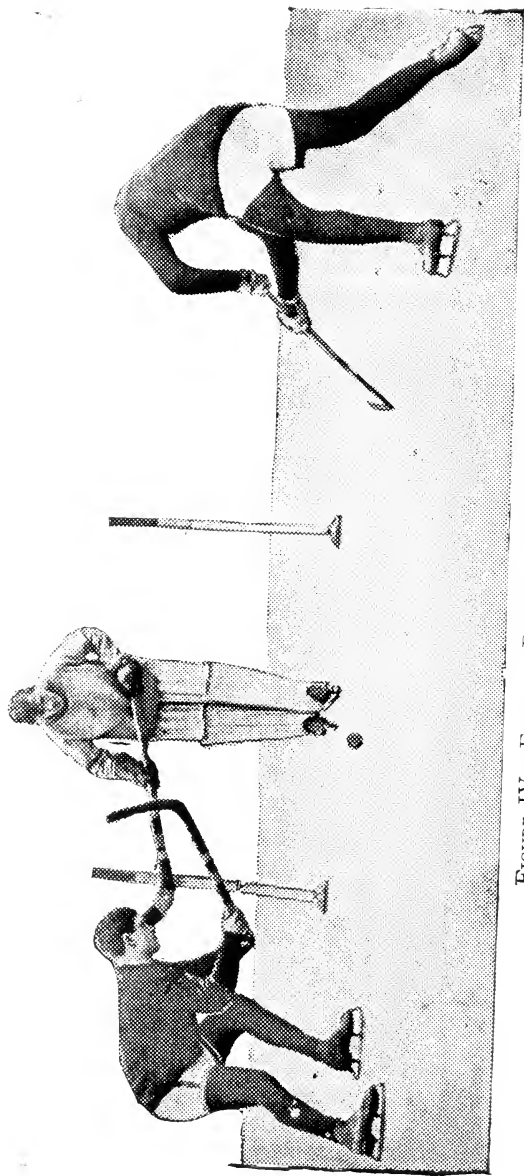


FIGURE IV.—FORWARD READY TO SHOOT AFTER REBOUND.

## How to Play Wing

The two end forwards, called right and left wing, are primarily offensive players. These two men have more skating to do than any others, and consequently they should be men of great endurance and able to keep going at top speed the longest. They must skate way back into their own corners and work with their cover-point in getting the puck started up the rink. Not only this, but the wings are supposed to go into the opponents' corners and pass the puck to the centers, who are in a better position from which to score. By being in the opponents' corners, the wings can often prevent rushes from getting started. It is much easier to stop plays that are starting than to wait until after they attain top speed and are well out of the corners.

When the centers are about to shoot for a goal the wings should close in from both sides, ready to scoop in any rebound from the goal tender's legs. More goals are scored in hockey by playing these rebounds quickly than by direct rushes and shots. On account of the goal tender having just made a stop and being off his balance, a rebound shot is the hardest kind to stop. The play is so close under the goal man's nose that his eye can hardly follow the puck and he has little chance of covering the net against these quick scoops. (Fig. IV.)

Not only do the wings have to skate more than the centers, but they do not find so many of those little opportunities to catch their wind and relax their tired muscles. The work of the rover and center eases up a bit when the puck is being jockeyed about in the corners, and they can get brief breathing spells quite frequently. Not so the wing; he must keep plugging along at his utmost.

The wing players should do a great deal of the puck carrying. On receiving the puck near his own corner, a wing can generally carry the puck down to the opposing defense. Here he can

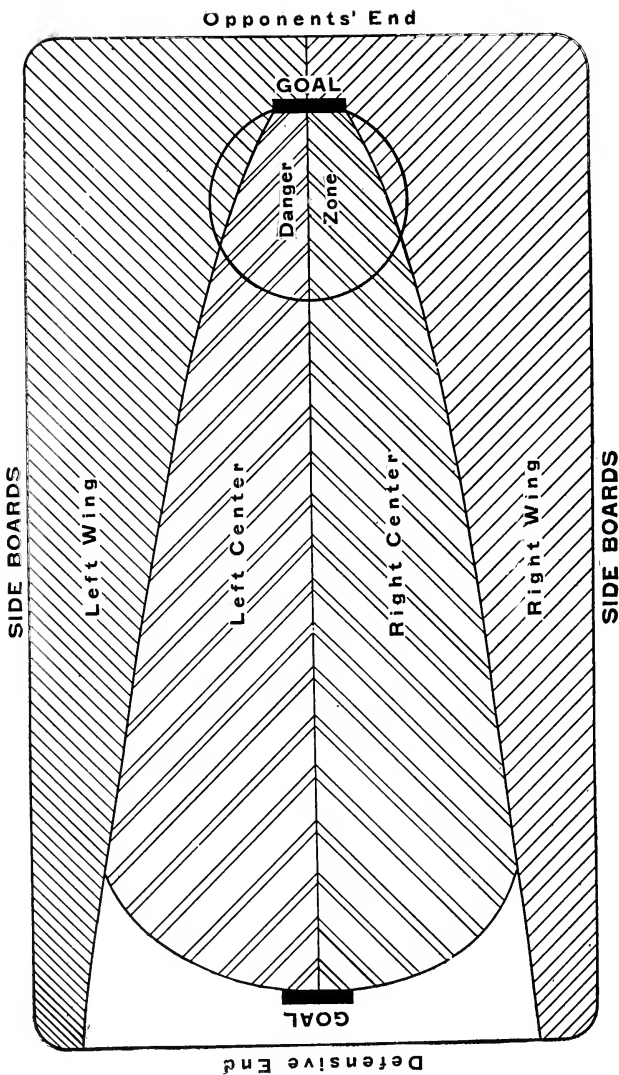


DIAGRAM 4.

The above diagram shows zones of rink surface that should be covered by the four forwards. The enclosed area in front of opponents' goal shows territory where puck is always dangerous to defense. Shots made from outside this territory should be stopped ordinarily by the goal tender.

do three things. He can take a long shot at the net, with little chance of scoring, as he is near the side and hence has a sharp angle shot. Secondly, he can try to dodge the defense and carry the puck right in close and score alone. Lastly, he can pass the puck to one of his centers, or even away across the rink to his other wing.

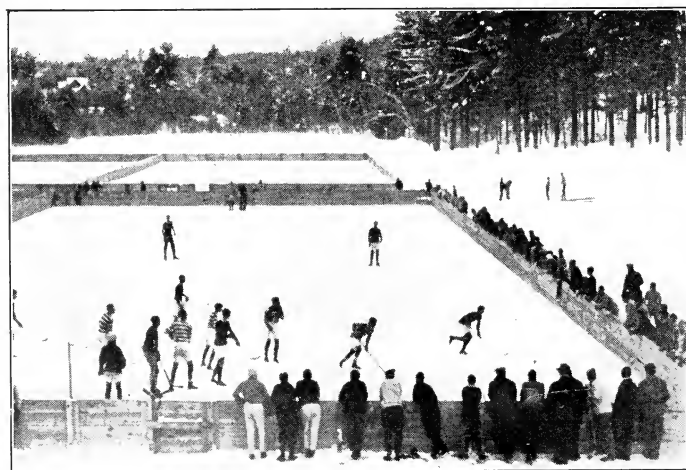
The first two means call for individual brilliancy and should be used less frequently than the last; that is team work. A wing must be a strategist and use his wits to keep the defense guessing as to what he is going to do. He must combine the right amount of individual work with his combination play to make the defense uncertain what he will do next. With opponents wondering what is coming, a wing should have no trouble in drawing them out of position and then sliding a neat little pass to his waiting center, or, in case they refuse to be drawn, he can slip out around them and have a good opportunity to score himself.

These principles apply, of course, to all the forwards in carrying the puck and are not limited to the wing players.

Diagram 4 shows the zones of the rink surface that should be covered by the four forwards. The inclosed area in front of the opponents' goal shows the territory where the puck is always dangerous to the defense. Shots made from outside this territory should be stopped ordinarily by the goal tender.



Picture shows the two right hand players racing for the puck in the corner. The attack has evidently just missed a try for a goal.



An interesting situation in which the attacking wing has the puck in his opponent's corner. This is a time to "cover your man."

## Generalship and Team Work

Success in any close game of hockey often depends on little things that the leader suggests to his men during the course of play. Each member of a team has plenty of opportunity to use headwork, but the generalship of the game as a whole should fall on the shoulders of a well qualified leader.

When the score stands at a tie, or there is only a one point margin—and one goal means so much toward determining the winner—the whole team ought to be informed of how much time remains to be played. To see that his men have this information should be one of the duties of a captain.

With a one goal lead toward the close of a game between evenly matched teams the burden of forcing the play falls to the team behind; therefore the obvious thing for the leaders to do is to play as safe as possible and kill time. There are many ways of using up seconds, and they are all the easier to execute when the losing team does not realize their purpose.

If the puck is behind the goal line there is no direct danger of a score, so that often a cover-point can start with the puck from out in the rink and skate leisurely back around his own goal. Opposing forwards, thinking he is coming out at full speed on the other side, prepare to intercept him there. The cover-point can pretend to start out and, turning slowly around, skate back of the goal again. Often these tactics can be repeated several times before the opponents grasp the meaning, and when they do rush in the cover-point can shoot the puck far up the rink.

Along the side boards, too, the wings have many chances to play safe by holding the puck close to the boards and keeping their bodies in the way of opponents, so that they have great difficulty in getting the puck free.

In general, assuming that two teams are very evenly matched, the leaders should play everything safe by holding the **puck**

as long as they can and then making sure they shoot it far down into opposing territory. All the time the opponents will be fighting desperately to stop this stalling for time, and they will have to spend much of their fast-ebbing strength in useless efforts to get control of the puck. Like a good base ball general ordering his batters to make the pitcher work, a good hockey leader should order his men to make their opponents skate.

All this discussion of generalship emphasizes the importance of scoring the first goal. When the teams are very even, a one goal lead is a tremendous advantage to a side, and they can scientifically waste time, only exerting themselves to score when exceptional opportunities arise. The importance of a lead, of course, increases as the game proceeds farther and farther without a score.

It is a good plan in most games to start playing conservatively. That is, the forwards ought to follow back carefully and make sure that no goal is scored against them. Meanwhile they are watching their opponents closely and often they can discover some weak points in the opposing team.

For instance, the center may find that his opponents are not very good stick handlers and dodgers and that he can pick the puck away from them, say two out of three times. If such is the case, it is surely worth while by the law of chance to resort to picking rather than sacrifice such good chances to score by paying too much attention to following back. Of course, the follow-back game is the safest, but to take the proper amount of chance is certainly good generalship.

The leader can size up the situation and see how things are going and perhaps delegate one of his men to take chances and tell the others to play safe.

Another case where good judgment will help bring a victory is having the defense men help out tired forwards toward the end of a close battle. The defense men, as a rule, have more intermittent work than the forwards, and therefore are less exhausted at the end. They can become more aggressive and do a great deal of the puck carrying in the last few minutes.

Most hockey players have one department of the game in which



they are especially good. In assigning men to positions on a team, it is the careful consideration of each one's strong points that helps to make a well balanced team.

Some players have a peculiar knack of scoring goals by one means or another from all kinds of mixups in front of the net. This type of player should, of course, be in one of the center positions, and the other forwards should tend to keep passing to him. With this man in one of the center positions the other center should be a strong defensive player.

For the wings, as explained in the chapter on How to Play Wing, speed and endurance are required a little more than great skill, and so the faster and longer winded men should be on the wings.

Often a center will have several chances to score goals by brilliant individual rushes. If he has failed in four or five attempts to get by the defense, he may have tried to pass them on a certain side each time. Now, many defense men have a weak side, and sometimes a center can win a game by remembering to go the other way on his last try. This is only one of many similar ways where the chance for headwork comes in. Good generalship will make the most of them.

## **Proper Equipment and Method of Training for a Hockey Player**

One basis that any hockey player in preparing himself for a game can rely on is that every unit of energy he is able to muster can be spent usefully. No player can keep going at top speed during a whole game and anything that helps toward sustaining his wind and strength should be adopted.

The man who can avoid wasting his strength and make every action in a game a telling one will be much more effective than a gallery player who goes out of his way to trip or check an opponent out of spite or loss of temper. The game itself requires all a man's concentration and effort without any extras.

There are two things that aid a player greatly in conserving his energy, namely, physical fitness and proper equipment.

Of the equipment used, proper skates are the most important item. A hockey skate should be as light as is consistent with the tremendous strain put upon it. For lightness, combined with proper strength, a thin steel blade set into an upper frame of light steel tubing makes a very satisfactory skate. This construction allows the skate to be made higher off the ice than the solid steel skate. This extra height gives the skater more leverage on the ice surface and hence more speed, provided his ankles can stand the strain. For a player who is troubled with any weakness of the ankles a lower skate would be better.

The best quality of tool steel should be used for the blade. The tempering must be soft and flexible for the upper part and the lower cutting edges hardened, so that they will hold their keenness. The heel plate ought to be higher than the toe plate, so that the foot will pitch forward slightly. This does away with the need of having a heavy leather heel on the shoe.

**The Spalding Tubular Hockey Skates or No. XH "Intercollegiate" Hockey Skates, either style equipped with their No. 339**



FIGURE V.—A PERFECT POSITION FOR SHOOTING.

low spring heel shoes, or No. XS "Championship" Hockey Skates, fitted with No. 336 high heel shoes, make really ideal combinations.

Another very important point in regard to the skate is the proper curving of the runner on the ice. Most hockey skates are made with flat runners and this curve has to be ground on afterward. The curve should not be as sharp as that used by fancy skaters. A curve of approximately eight feet radius is what most players find to be suitable. Great care has to be taken in grinding this curve not to overheat the steel and draw the temper. A gentle curve facilitates quick turning without in the least detracting from the speed.

A light shoe of kangaroo leather, reinforced over the instep, and having no heavy heel, is very satisfactory. This shoe should lace way down to the toe, so that it may be drawn to fit the foot firmly. The Spalding No. 339 shoe is built on this principle.

It does not pay to lace the foot tightly and then strap the ankle for extra support. A well fitting shoe gives ample bracing and should not be laced tighter than necessary to make a close, firm fit. It is much easier to skate when the ankles are supple.

The steel skates should be riveted to the shoe so that the center line of the blade is in the same plane as the line between the center of the toe and heel of the shoe. If the skates are fastened on true, much strain is saved on the ankles.

In regard to the proper clothes a hockey player ought to wear, the matter of lightness, combined with absolute freedom of action for the muscles of the entire body, are the important things to consider. Some kind of shin and knee protection is also necessary. Spalding makes a very complete line of pads, and knee and shin guards, and their No. KE knee pad, and No. 6X combined knee and shin guards are particularly satisfactory. Here again the question of lightness is the essential point. Light pads over the hips and elbows are also good things.

A good stick is always a delight to a hockey player. Hockey players have the "feel," just as a bat to the ball player, or a driver to the golfer. Of course, only an experienced player can recognize this "feel" of a stick, as it is largely imagination, and no two players ever have quite the same idea for a stick. There



FIGURE VI.—PROPER POSITION FOR CARRYING PUCK.

are some things, however, essential to a good hockey. The blade ought not to be extremely long and should not be too flat on the bottom. The angle the blade makes with the shaft, together with the length of the shaft, must be suitable to the height and reach of the individual player. If the blade reaches out too obtusely it is very awkward to handle the puck underfoot. The most comprehensive and up-to-date line of hockeys is that manufactured by A. G. Spalding & Bros., in their Canadian factory.

The whole outfit, including skates, shoes, stick and gloves, ought not to exceed six pounds.

With the best and most scientific outfit no hockey player is formidable unless he has a great amount of wind and endurance. The two things that aid these the most, provided the player is normally healthy, are plenty of sleep and a good, wholesome diet. Practising in hockey can be overdone very easily and staleness is the result. Always it is a good plan to warm up thoroughly before commencing a game. Many a strain and pulled tendon has resulted from too quickly jumping into a hard game.

All preparations ought to be made bearing in mind that every ounce of energy saved can be used to advantage in a hard game. When both teams are well equipped and both are in the best physical shape, hockey then becomes a game of strategy and a case of outwitting the opponent.

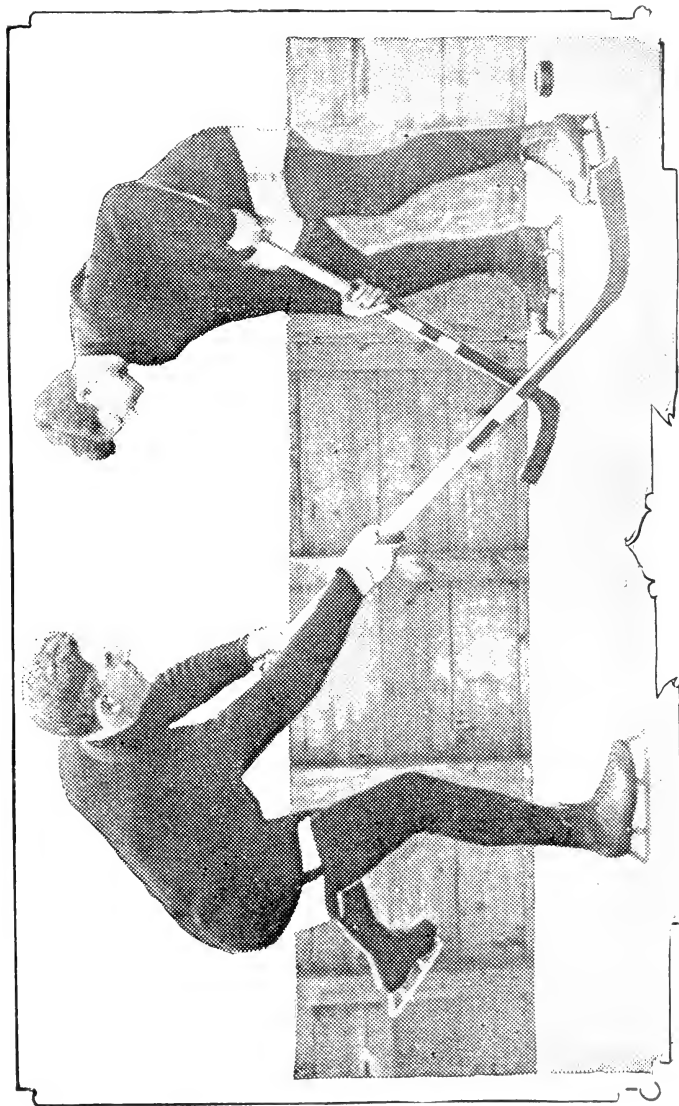


FIGURE VII.—DODGING OUT FROM SIDE BOARDS AFTER PUCK AGAINST THE BOARDS.

## Special Practice Drills

The best way to practice hockey is for a team to play the game in actual scrimmage with another team, always trying to improve team work and smoothness. There are many things that a player can do by himself, however, or, with the aid of one or two others, to eliminate individual weaknesses and become of more service to a team.

Since speed is a prime essential of hockey, the proper way to turn on skates is an important point in which to become proficient. Most players get up their speed on skates from a standing start by a wheeling turn, using short, choppy strokes. The turn is made almost opposite to the direction desired, and as the player swings into line he reaches nearly maximum speed, so that it is no great effort to burst into top speed.

Similarly, when a player wishes to turn around he can do so by means of a wheeling turn, at cost of much less energy, as well as time, than he could do by stopping and starting again. Usually a player can make the turn more naturally to one side than the other, and if that is the case, he should spend a great deal of time practising turning on his weak side until it comes perfectly natural to him.

When a player is carrying the puck the difficulty of making dodging turns is increased greatly, as most players have to give considerable attention to the puck. A very good way to practice making both right and left turns carrying a puck is to skate in a large figure eight. In this way the ability to make turns in both directions is developed equally, and either way soon becomes natural and can be executed unconsciously.

Good dodging ability is a great asset to a forward and cannot be acquired without great control of skates. In dodging, the ability to jump often saves bad falls from trips and checks. Jumping on skates is a good deal of a habit a forward has to fall into. A jump on skates is not generally a premeditated





FIGURE VIII.—MAN DODGING GOAL TENDER AND ABOUT TO SCOOP THE PUCK PAST HIM.



FIGURE IX.—GOAL TENDER DRAWN FROM HIS POSITION AND SHORT PASS BEING MADE AROUND HIM.

move, but is used half instinctively to clear sticks and legs that happen to be in the way. It is good practice to lay a series of obstacles on the ice and attempt to carry the puck through and around them, dodging sharply and jumping as occasion requires.

Where a forward jumps a lot he does not have to dodge as wide. Many players take wide, swinging dodges, depending on great speed and sudden shifting of direction to throw opponents off their balance one way and then passing them on the other by a quick shift. Such a method often works for a cover-point in going around his own goal. He gets up tremendous speed when he swings diagonally out into the rink towards the side boards. The opponents, thinking to box him close to the boards, are generally off their balance in that direction and are often unprepared to meet a sudden tacking shift by the cover-point. Many times a cover-point can gain an opening in this way and skate the whole length of the rink unmolested.

Some forwards dodge entirely by stickwork; that is their body goes in an even path and they depend on fooling an opponent by zigzagging the puck on their sticks. This kind of dodging should be the easiest for a defense man to check, as it is only necessary to watch the forward's eyes to tell where his body is going. In fact, this matter of watching the eyes is one of the hardest things for a cover-point to learn, but is absolutely essential. It is a great temptation to watch the movements of the puck, but that is dangerous, as it is the man a defense player must check. If the man is body checked the puck cannot go any farther unless passed to another.

Just as it is easier for the defense player to make a check by watching the eyes of a forward, so is it easier for the forward to dribble the puck if he can do so by the feel of it on his stick without looking at it. With the ability to carry the puck without looking at it, a forward can give more attention to the location of opponents and his own men, and so can seize opportunities that would otherwise be lost. Of course, no forward can do this without an occasional glance.

Individual dodging should be well mixed with a passing game, and ability to pass is a hard part of the game to master. By

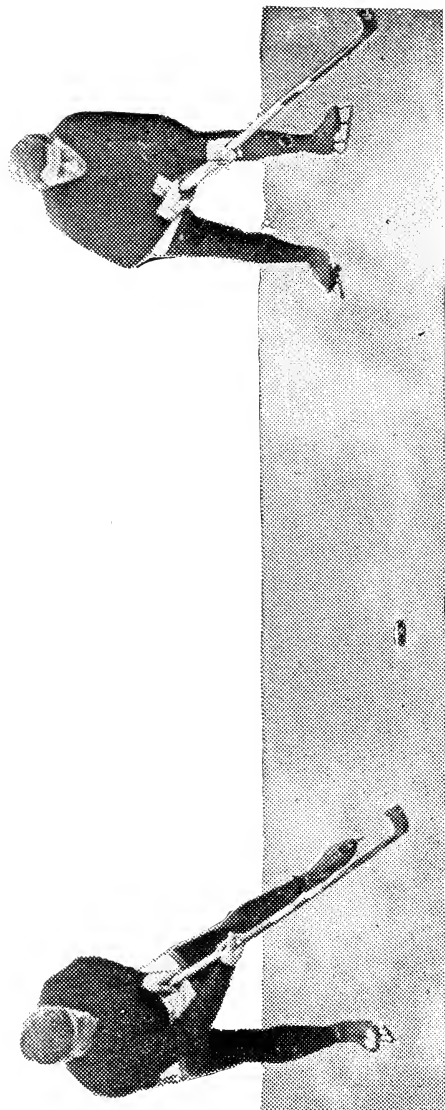


FIGURE X.—How to Make a Short Pass.

skating up and down the rink together two forwards can get much practice in passing the puck. When two men are quite close together the pass can be made quick and accurate, as an error in direction does not multiply in a short distance. Longer passes, though, have to be made with great calculation and science. The passer must plan to snap the puck rather slowly along the ice and diagonally ahead, so that the receiver will be able to just reach the puck without having to change direction or slow up and wait for the puck. To make passing harder still, of course, the interference of an opponent has always to be reckoned with. A pass must be made well before an opponent is reached, so that he cannot possibly jump out and intercept the puck. On the other hand, a pass made too early loses its effectiveness in that it allows the opponents time enough to offset any advantage gained by the pass. It is seen then that there is a psychological moment to make a pass.



A game being played between two teams of American schoolboys.

## Interpretation of Rules of Game

The Rules of Hockey are simple as compared to the elaborate codes of foot ball and base ball, but the game is so quick-motioned that rank infractions often go unpenalized. Simple as they are, too, many spectators often wonder why a player is put off the ice for a brief spell.

There are two causes why a player can be suspended: for violation of some technical rule, or for a deliberate foul play. Under technical violations come off-side playing and "loafing off-side"; also puck fouls, such as kicking the puck and throwing it with the hand.

An explanation of just what constitutes off-side play can be given best by quoting the rule:

"Any player nearer to his opponents' goal than is an imaginary line running through the center of the puck and parallel with the goal line is off-side.

"A player off-side shall be considered out of play, and may not touch the puck himself or in any measure prevent any other player from doing so until the puck has been touched by an opponent in any way whatsoever, or until it has been carried nearer than he is himself to his opponent's goal line.

"If a player violates this rule the puck shall be faced where it was last played before the off-side occurred. In the event of the puck rebounding off the body of the player in the goal tender's position, the other players of his team shall be considered on-side."

The foregoing rule should clear up all misunderstanding about off-side playing. Often when the puck is passed diagonally ahead the impression prevails that there is an off-side, and the



FIGURE XI.—ILLEGAL CHECK.



FIGURE XII.—ILLEGAL CHECK.



FIGURE XIII.—ILLEGAL CHECK.



fact that the player receiving the pass was back of the puck at the instant it was passed is lost sight of.

An infraction of the rules called "loafing off-side" should draw a suspension penalty upon the offender. A player who is off-side and waits for the play to come up to him and put him on-side is termed to be "loafing." Likewise, waiting in front of an opponent's net to score on a rebound from a shot farther back in the rink is a case of "loafing." A player must always start to skate back on-side, or else be put out.

Under foul playing come many causes for penalties. One of the most exasperating things that can happen to a forward is to neatly dodge by an opponent only to have his feet hooked out from under him by a malicious trip from behind. There is hardly ever any excuse for a trip of this nature, and it is about the meanest and most unsportsmanlike foul in the game.

Another foul that is not so easy of detection as the trip is known as the "cross check." Instead of a legitimate body check, a section of the stick held firmly between the hands is sometimes used to stop opponents. The end of the stick allowed to project a few inches beyond the hand is a formidable weapon with which to jab an opponent in the ribs. Of course, such dirty playing needs no comment and fortunately the player resorting to such means is a rare exception.

It often happens that a player, excited by the heat of play will commit fouls that he would never do if he was cool and considerate. Generally a short rest in the timer's box will serve to make him see the folly of his actions and how much he handicaps his team by being off the ice. The game is completely in the hands of the referee, and it is up to him to stop any rough play at once, as one slug invites another.

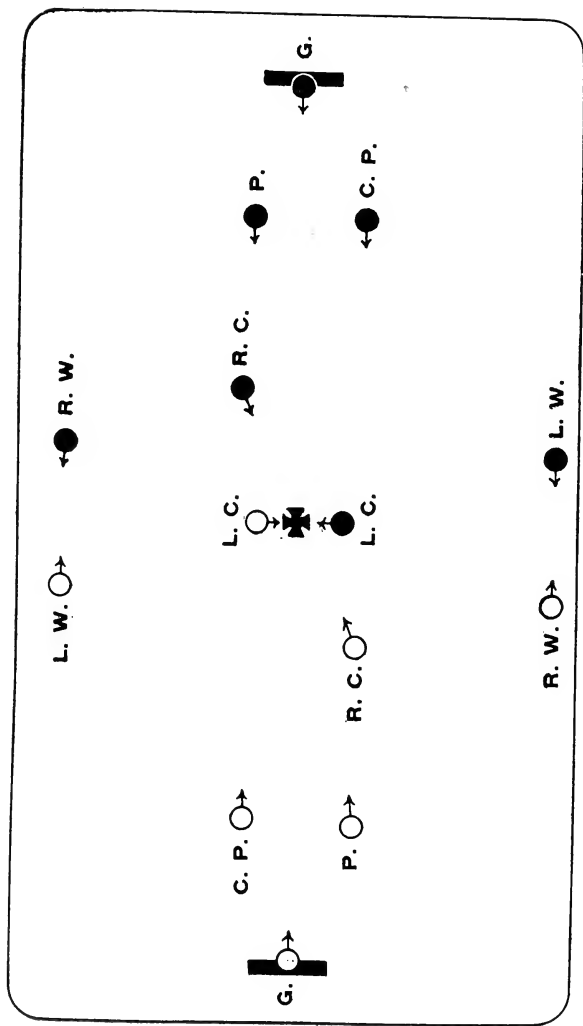


DIAGRAM 5.

Positions for face-off in center of rink. It is seen in the diagram that each goal tender has a clear view of puck. This should be always the case, no matter in what part of the rink the face-off occurs.

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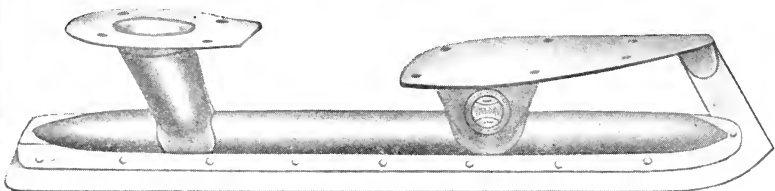


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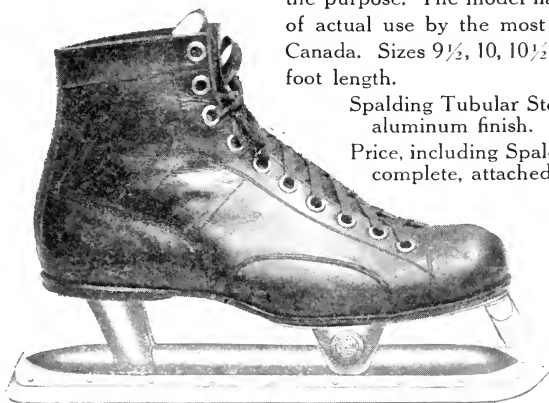
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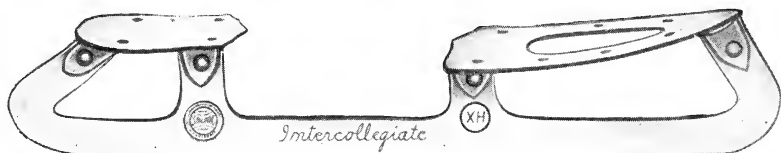
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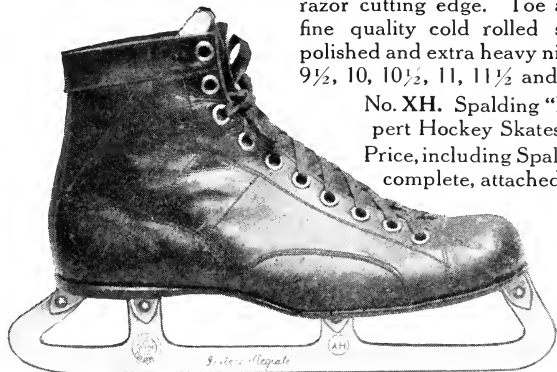
# Spalding "Intercollegiate" Expert Hockey Skates



No. XH. Spalding "Intercollegiate" Expert Hockey Skate

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These Skates are built especially for expert hockey players, and represent a distinct advance in skate manufacture. The model and general features of construction were suggested to us by some of the most prominent players on intercollegiate hockey teams. Runners are made of finest quality chrome nickel steel, highly tempered and drawn so as to toughen them and give a razor cutting edge. Toe and heel plates of fine quality cold rolled steel. All highly polished and extra heavy nickel-plated. Sizes 9½, 10, 10½, 11, 11½ and 12 inches.



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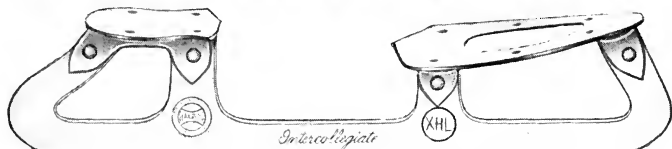
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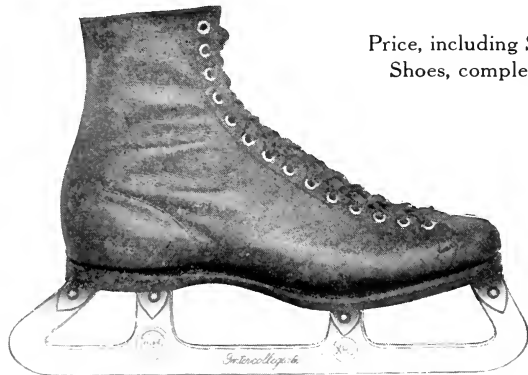


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No. XH Men's, but small heel  
plates and narrow toe plates.  
Sizes  $8\frac{1}{2}$  to  $10\frac{1}{2}$  inches.

Per pair, \$5.00

Price, including Spalding No. 370  
Shoes, complete, attached.

Per pair, \$10.00



Showing Ladies'  
"Intercollegiate"  
Hockey Skate  
fastened to  
Spalding Shoe  
No. 370

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STORES IN ALL LARGE CITIES

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OF THIS BOOK

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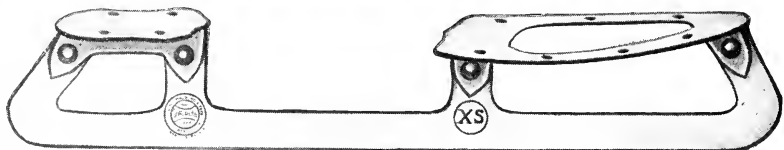
THE SPALDING



TRADE-MARK

GUARANTEES  
QUALITY

# Spalding "Championship" Men's Hockey Skates



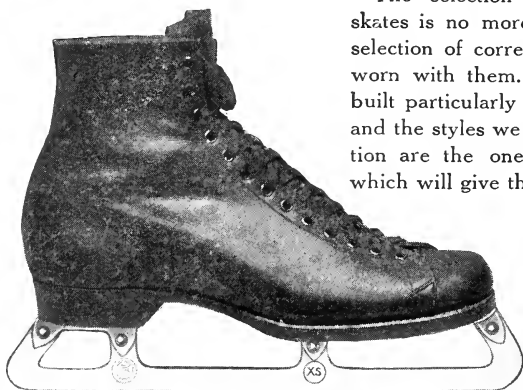
No. XS. "Championship" Pattern. Men's

Blades of finest quality chrome nickel steel, hardened. This steel is specially noted for its toughness. Extra heavy electro-nickel-plated and highly polished throughout. Each pair in a box.

No. XS. Made in sizes 9½ to 12 inches. . . . . Per pair, **\$5.00**

Price, including Spalding No. 336 Shoes, complete, attached. " **10.00**

The selection of the proper style skates is no more important than the selection of correct model shoes to be worn with them. Spalding shoes are built particularly to fit Spalding skates, and the styles we illustrate in combination are the ones most suitable and which will give the best of satisfaction.



Showing Spalding  
"Championship"  
Hockey Skate  
fastened to Spalding  
Shoe No. 336

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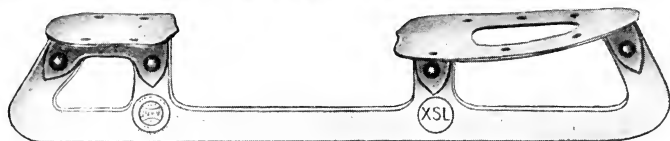
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# Spalding "Championship" Ladies' Hockey Skates



No. XSL. "Championship" Pattern. Ladies'

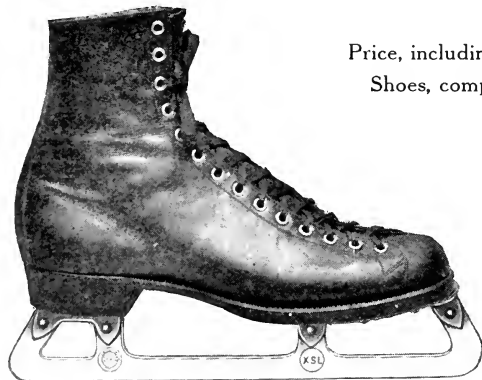


No. XSL. Ladies' "Championship" Hockey Skates, similar to No. XS Men's, but small heel plates and narrow toe plates. Sizes  $8\frac{1}{2}$  to  $10\frac{1}{2}$  in.

Per pair, \$5.00

Price, including Spalding No. 350 Shoes, complete, attached.

Per pair, \$10.00



Showing  
"Championship"  
Ladies' Hockey  
Skate  
fastened to  
Spalding Shoe  
No. 350

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QUALITY

# Spalding Men's Hockey Skates

CANADIAN PATTERN



No. YH. Canadian Pattern. Men's



Canadian Hockey Pattern.  
Special steel runners, carefully  
hardened and tempered. Heavily  
nickel-plated and finely polished.

No. YH. Sizes 9½ to 12 inches.

Per pair, \$3.00

Price, including Spalding No. 332  
Shoes, complete, attached.

Per pair, \$6.50



Showing Canadian  
Pattern No. YH  
Hockey Skate  
fastened to  
Spalding Shoe  
No. 332

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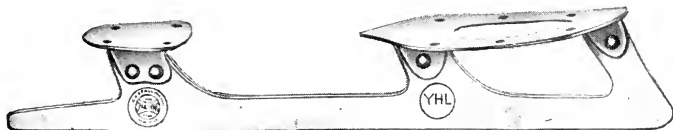


TRADE-MARK

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QUALITY

# Spalding Ladies' Hockey Skates

CANADIAN PATTERN



No. YHL. Canadian Pattern. Ladies'



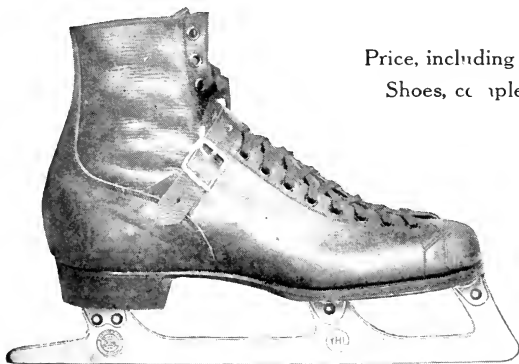
Made similar to Men's No. YH,  
but with small heel plates and  
narrow toe plates.

No. YHL. Heavily nickel-plated  
and finely polished. Ladies'.  
Sizes  $8\frac{1}{2}$  to  $10\frac{1}{2}$  inches.

Per pair, \$3.00

Price, including Spalding No. 330  
Shoes, complete, attached.

Per pair, \$6.50



Showing Canadian  
Pattern No. YHL  
Ladies' Hockey  
Skate  
fastened to  
Spalding Shoe  
No. 330

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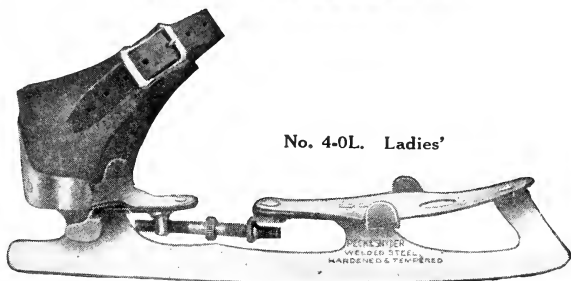
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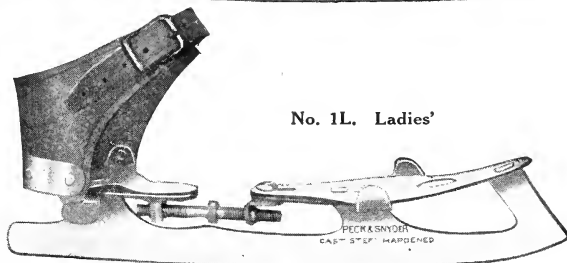
## Peck & Snyder's Ice Skates



No. 4-0L. Ladies'

No. 4-0L. Welded steel runners, tempered, nickel-plated throughout; russet straps. Each pair in paper box. Sizes 9 to 11 in.

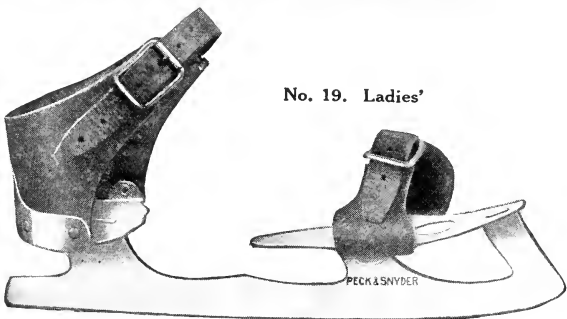
Per pair, \$3.00



No. 1L. Ladies'

No. 1L. Best cast steel runners, hardened. All parts nickel-plated; russet leather straps. In paper box. Sizes 8 to 11 inches.

Per pair, \$2.25



No. 19. Ladies'

No. 00L. Nickel-plated. Runners and other parts of best steel, nicely finished; russet straps. Sizes 8 to 11 inches. Each pair in paper box.

Per pair, \$1.60

No. 0L. Bright finish. Paper wrapped.

Per pair, \$1.25

No. 19. Made with steel runners and foot plates; russet leather straps. Each pair paper wrapped. Sizes 8 to 11 inches.

Per pair, 90c.

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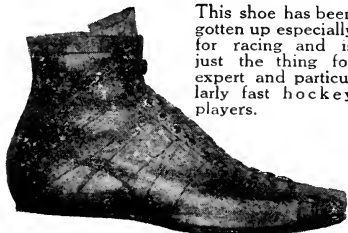
THE SPALDING



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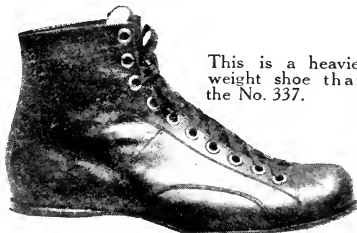
GUARANTEES  
QUALITY

### SPALDING "EXPERT" RACING AND HOCKEY SHOE



This shoe has been gotten up especially for racing and is just the thing for expert and particularly fast hockey players.

### SPALDING "CHAMPIONSHIP" HOCKEY SHOE

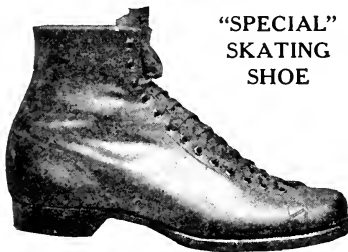


This is a heavier weight shoe than the No. 337.

No. 337. Fine quality kangaroo leather, very soft and pliable; extremely light weight; reinforced inside over ankle; laces low. Blucher style. Special counter supports foot without tiring wearer. Very light sole. Pair, \$5.00 We recommend these shoes for use especially with Spalding Tubular Racing and Hockey Skates, and with No. XH Spalding "Intercollegiate" Expert Hockey Skates, also with any style racing skates made to be riveted to shoes.

No. 339. Fine quality calf. Reinforced inside over ankle. Padded tongue. Special counter supports ankle, instep and arch of foot. Hard box toe special protection. Laced low. Blucher cut. Large brass eyelets. Per pair, \$5.00 Recommended particularly for use with the Spalding "Expert" Hockey Skates No. XH and with Spalding Tubular Hockey and Racing Skates. Suitable also for use with any Canadian Pattern Hockey Skates.

### "SPECIAL" SKATING SHOE



No. 336. Best quality calf. Laces low. Blucher style. Special lined and made with counter that supports ankle and arch of foot, giving support where most required; full heel. Pair, \$5.00 Use No. 336 Shoes with Spalding Nos. XS or YH Hockey Skates, No. CR Rink Skates, and any style Clamp Fastening Ice or Hockey Skates.

### SPALDING HOCKEY SHOE



No. 333. A good shoe at a moderate price. Made after the design of our No. 339 Shoe, but differing in quality of material and construction. Light weight and substantially made. Per pair, \$3.50 Use No. 333 Shoes with No. XH Hockey Skates, Tubular Hockey and Racing Skates and with any Canadian Pattern Hockey Skates to be riveted on.

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# Spalding Autograph Hockey Sticks



These sticks are exact duplicates in shape, weight, balance, specially selected grade of rock elm, and every other particular of the actual sticks that we supply to the famous players whose autographs they bear and who use them exclusively in all their games. BE SURE TO MENTION THE PARTICULAR MODEL YOU DESIRE WHEN ORDERING.



No. AH

*J. Phillips*

Model

Tom Phillips Model

Autograph (Forward)  
Stick.

This is a medium weight forward stick, very fat on the bottom and with a very stiff handle. Strongly endorsed by the Captain of the famous Kenora Team of Rat Portage, Ont., former Champions of the World

No. AH

*Pitre*

Model

Pitre Model

Autograph (Forward)  
Stick

Very popular forward model stick, same as we supply to Pitre, the famous Canadian player.

No. AH

*Lester Patrick*

Model

Lester Patrick Model

Autograph (Defence)  
Stick.

A long-handled defence stick, upright model. This player is very tall and plays the puck very close to himself.

No. AH

*Russell T. Bowie*

Model

Russell Bowie Model

Autograph (Forward)  
Stick.

This is a light weight forward stick, same as used by a great many of the most famous players in Canada. Bowie says: "I have found it to be one of the best sticks I have ever used."

No. AHG

*Percy Le Sueur*

Model

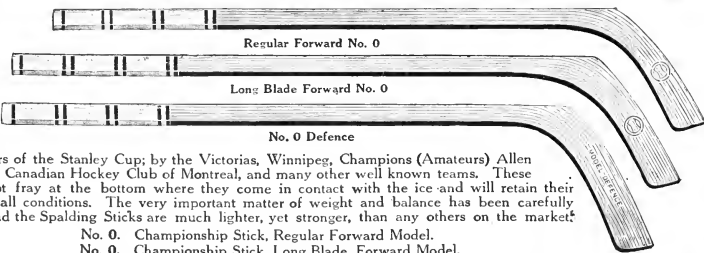
Percy Le Sueur Model.

Autograph (Goal) Built  
Up Stick.

This is a Built Up goal stick, made after suggestions of the great Canadian goal player, Percy Le Sueur.

## SPALDING CHAMPIONSHIP HOCKEY STICKS

Made of the finest selected Canadian rock elm. Exclusively used and endorsed by the Quebec Hockey Club, Champions of the World, holders of the Stanley Cup; by the Victorias, Winnipeg, Champions (Amateurs) Allen Cup, and the Canadian Hockey Club of Montreal, and many other well known teams. These sticks will not fray at the bottom where they come in contact with the ice and will retain their shape under all conditions. The very important matter of weight and balance has been carefully considered and the Spalding Sticks are much lighter, yet stronger, than any others on the market.



- No. 0. Championship Stick, Regular Forward Model.
- No. 0. Championship Stick, Long Blade, Forward Model.
- No. 0. Championship Stick, Defence Model.

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### Spalding "Official" Hockey Pucks

No. 13. The Spalding "Official" Trade-Mark Puck has been adopted as the official puck of "The Canadian Amateur Hockey League," composed of the following world-famed teams: Montreal, Shamrock, Quebec, Victoria and Westmount. . . . . Each, 50c.

No. 15. The Spalding "Practice" Puck is regulation size, and really better than the so-called official pucks turned out by other manufacturers. . . . . Each, 25c.

SEE THAT OUR TRADE-MARK APPEARS ON PUCK ITSELF BEFORE USING.

Extract from Official Rules of the Canadian Amateur Hockey League:

Sec. 13. The Spalding Hockey Puck, the Official Puck of the League, must be used in all match games.

### Spalding "Regulation" Hockey Stick

No. 1. On lines of our best grade Regular Forward Stick. Selected and well seasoned timber. Very popular as an all around stick. Each, 50c.

### Spalding "Practice" Hockey Stick

No. 2. Spalding "Practice" Hockey Stick. Regulation size and made of good quality timber. A very serviceable stick. . . . Each, 25c.

No. 1

No. 2

### Spalding Ice Hockey Goals

No. A. Special goals, with extra spikes to stick into ice. Strong steel frame, with heavy twine netting.

No. B. Regulation style goals, with steel frame and twine netting. Uprights arranged to go into ice. .

### Spalding Hockey Gloves

No. HG. This is one of the best hockey gloves ever made, giving ample protection to all bones and joints in the player's hand, at the same time being extremely light and comfortable to wear. Made of brown leather, with soft buckskin palm, and gauntlet padded with rattan reeds. Furnished in two sizes, large and medium. Per pair, \$4.00



No. HG

No. L. Unpadded drab buckskin gauntlet glove. Extra long and a very popular style. . . . Per pair, \$3.00



No. L



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# Spalding Racing Tubular Steel Skates

IMPROVED MODEL



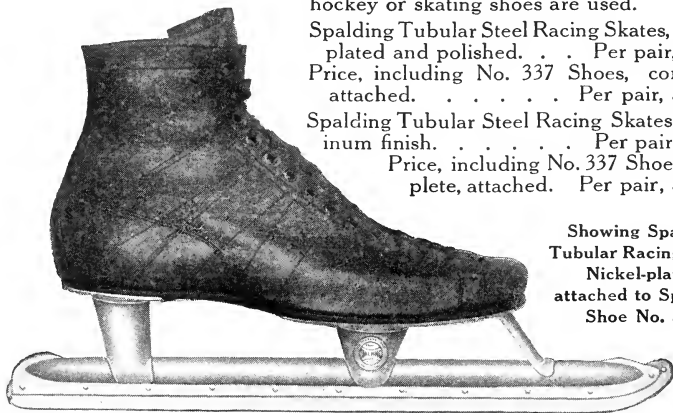
Used by the Champion Speed Skaters in All Their Races

Very light weight, all tubular steel construction. Every joint well reinforced, making them the strongest tubular racing skates manufactured. Blades made of chrome nickel steel, hardened and drawn, tapered from 1-16 inch at the toe to 1-32 inch at the heel. Toe and heel plates made of best partly hardened steel, left full size, so they can be cut to fit shoe. Furnished in two lengths of blades, 14½ and 15½ inches. Foot plates arranged to fit small, medium or large size shoes. Specify size of shoe worn when ordering, also length of blade required. These skates are built for use with light racing shoes, Spalding No. 337 preferably. Our guarantee will not cover if heavy hockey or skating shoes are used.

Spalding Tubular Steel Racing Skates, nickel-plated and polished. . . . Per pair, **\$8.00**  
Price, including No. 337 Shoes, complete, attached. . . . . Per pair, **\$13.00**

Spalding Tubular Steel Racing Skates, aluminum finish. . . . . Per pair, **\$6.00**  
Price, including No. 337 Shoes, complete, attached. Per pair, **\$11.00**

Showing Spalding  
Tubular Racing Skate,  
Nickel-plated,  
attached to Spalding  
Shoe No. 337



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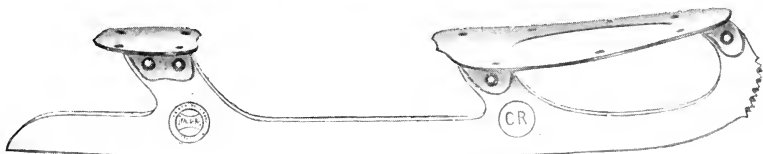


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# Spalding Rink Skates

FOR FANCY SKATING

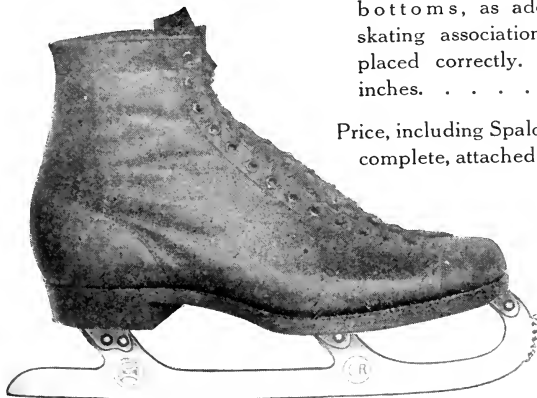


No. CR. Rink Skate. Men's



No. CR. Foot plates same as on Canadian pattern hockey skates, highly polished, nickel-plated and buffed. The runners on these skates are special chrome steel, selected for its peculiar fitness for a skate of this character, and ground with curved bottoms, as adopted by national skating associations. Teeth on toe placed correctly. Sizes  $9\frac{1}{2}$  to 12 inches. . . . . Per pair, \$5.00

Price, including Spalding No. 336 Shoes, complete, attached. Per pair, \$10.00



Showing Spalding  
Rink Skate No. CR  
fastened to  
Spalding Shoe  
No. 336

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REG. U. S. PAT. OFF.

# Spalding "Official National League" Ball

(REG. U. S. PAT. OFF.)

## Patent Cork Center

(PATENTED AUGUST 31, 1908)



Adopted by the National League in 1878, is the only ball used in Championship games since that time and has now been adopted for twenty years more, making a total adoption of fifty-four years.

In adopting the Spalding "Official National League" Ball for twenty years more the Secretary of the National League, Mr. John A. Heydler, gave the following as the reason for this action:

"The Spalding Ball was adopted by the National League for twenty years, because we recognized it as the best ball made. We have used it satisfactorily for thirty-four years. The new Cork Center Ball introduced for the first time last year and used in the World's Series, we believe to be the only ball for the future, and it is absolutely the best that has been used by the National League in its history."

This ball has the Spalding "Patent" Cork Center, the same as used since August 1, 1910, without change in size of cork or construction.

No. 1 { Each, - - \$1.25  
Per Dozen, \$15.00

The Spalding "Official National League" Ball has been the Official Ball of the Game since 1878

Each ball wrapped in tinfoil, packed in a separate box, and sealed in accordance with the latest League regulations. Warranted to last a full game when used under ordinary conditions.

Spalding Complete Catalogue of Athletic Goods Mailed Free.

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# SPALDING'S NEW ATHLETIC GOODS CATALOGUE

The following selection of items from Spalding's latest Catalogue will give an idea of the great variety of ATHLETIC GOODS manufactured by A. G. SPALDING & BROS. SEND FOR A FREE COPY.

**See list of Spalding Stores on inside front cover of this book.**

[illegible]

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STORES IN ALL LARGE CITIES

**FOR COMPLETE LIST OF STORES  
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# Standard Policy

A Standard Quality must be inseparably linked to a Standard Policy.

Without a definite and Standard Mercantile Policy, it is impossible for a Manufacturer to long maintain a Standard Quality.

To market his goods through a jobber, a manufacturer must provide a profit for the jobber as well as for the retail dealer. To meet these conditions of Dual Profits, the manufacturer is obliged to set a proportionately high list price on his goods to the consumer.

To enable the glib salesman, when booking his orders, to figure out attractive profits to both the jobber and retailer, these high list prices are absolutely essential; but their real purpose will have been served when the manufacturer has secured his order from the jobber, and the jobber has secured his order from the retailer.

However, these deceptive high list prices are not air to the consumer, who does not, and, in reality, is not ever expected to pay these fancy list prices.

When the season opens for the sale of such goods, with their misleading but alluring high list prices, the retailer begins to realize his responsibilities, and grapples with the situation as best he can, by offering "special discounts," which vary with local trade conditions.

Under this system of merchandising, the profits to both the manufacturer and the jobber are assured; but as there is no stability maintained in the prices to the consumer, the keen competition amongst the local dealers invariably leads to a demoralized cutting of prices by which the profits of the retailer are practically eliminated.

This demoralization always reacts on the manufacturer. The jobber insists on lower, and still lower, prices. The manufacturer, in his turn, meets this demand for the lowering of prices by the only way open to him, viz.: the cheapening and degrading of the quality of his product.

The foregoing conditions became so intolerable that, 13 years ago, in 1899, A. G. Spalding & Bros. determined to rectify this demoralization in the Athletic Goods Trade, and inaugurated what has since become known as "The Spalding Policy."

The "Spalding Policy" eliminates the jobber entirely, so far as Spalding Goods are concerned, and the retail dealer secures the supply of Spalding Athletic Goods direct from the manufacturer by which the retail dealer is assured a fair, legitimate and certain profit on all Spalding Athletic Goods, and the consumer is assured a Standard Quality and is protected from imposition.

The "Spalding Policy" is decidedly for the interest and protection of the users of Athletic Goods, and acts in two ways:

*First.*—The user is assured of genuine Official Standard Athletic Goods and the same prices to everybody.

*Second.*—As manufacturers, we can proceed with confidence in purchasing at the proper time, the very best raw materials required in the manufacture of our various goods, well ahead of their respective seasons, and this enables us to provide the necessary quantity and absolutely maintain the Spalding Standard of Quality.

All retail dealers handling Spalding Athletic Goods are requested to supply consumers at our regular printed catalogue prices—neither more nor less—the same prices that similar goods are sold for in our New York, Chicago and other stores.

All Spalding dealers, as well as users of Spalding Athletic Goods, are treated exactly alike and no special rebates or discriminations are allowed to anyone.

This briefly is the "Spalding Policy," which has already been in successful operation for the past 13 years, and will be indefinitely continued.

In other words, "The Spalding Policy" is a "square deal" for everybody.

A. G. SPALDING & BROS.

By *A. G. Spalding*  
PRESIDENT.

# Standard Quality

---

An article that is universally given the appellation "Standard" is thereby conceded to be the criterion, to which are compared all other things of a similar nature. For instance, the Gold Dollar of the United States is the Standard unit of currency, because it must legally contain a specific proportion of pure gold, and the fact of its being Genuine is guaranteed by the Government Stamp thereon. As a protection to the users of this currency against counterfeiting and other tricks, considerable money is expended in maintaining a Secret Service Bureau of Experts. Under the law, citizen manufacturers must depend to a great extent upon Trade-Marks and similar devices to protect themselves against counterfeit products—without the aid of "Government Detectives" or "Public Opinion" to assist them.

Consequently the "Consumer's Protection" against misrepresentation and "inferior quality" rests entirely upon the integrity and responsibility of the "Manufacturer."

A. G. Spalding & Bros. have, by their rigorous attention to "Quality," for thirty-five years, caused their Trade-Mark to become known throughout the world as a Guarantee of Quality as dependable in their field as the U. S. Currency is in its field.

The necessity of upholding the Guarantee of the Spalding Trade-Mark and maintaining the Standard Quality of their Athletic Goods, is, therefore, as obvious as is the necessity of the Government in maintaining a Standard Currency.

Thus each consumer is not only insuring himself but also protecting other consumers when he assists a Reliable Manufacturer in upholding his Trade-Mark and all that it stands for. Therefore, we urge all users of our Athletic Goods to assist us in maintaining the Spalding Standard of Excellence, by insisting that our Trade-Mark be plainly stamped on all athletic goods which they buy, because without this precaution our best efforts towards maintaining Standard Quality and preventing fraudulent substitution will be ineffectual.

Manufacturers of Standard Articles invariably suffer the reputation of being high-priced, and this sentiment is fostered and emphasized by makers of "inferior goods," with whom low prices are the main consideration.

A manufacturer of recognized Standard Goods, with a reputation to uphold and a guarantee to protect, must necessarily have higher prices than a manufacturer of cheap goods, whose idea of and basis of a claim for Standard Quality depends principally upon the eloquence of the salesman.

We know from experience that there is no quicksand more unstable than poverty in quality—and we avoid this quicksand by Standard Quality.

*A. G. Spalding & Bros.*

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